



Shoreview Parks and Recreation Adult Softball League Rules

All teams who register for a Shoreview Parks & Recreation sponsored softball league are registered with the Minnesota Recreation and Park Association – United States Slow Pitch Softball Association (MRPA – USSSA) and receive the following benefits:

- USSSA registered umpires who are clinic trained
- USSSA Rule Book (www.mnussa.com)
- USSSA Tournament Book (www.mnussa.com)
- Score books
- Game balls
- Maintained fields
- Awards

Manager Responsibilities

1. Home team provides the new ball for each game (In CoRec one 11", one 12" is used). If the home team fails to provide a new ball, they automatically become the visiting team. The visiting team provides a back-up ball (USSSA approved) in good condition.
2. Home team provides the scorekeeper. The home book is the official book.
3. Exchange line-ups with the opposing team at least 5 minutes prior to game start time.
4. Team managers meet with the umpire 5 minutes prior to game time to cover ground rules
5. Teams should supply and wear like colored shirts. Shirts with numbers are recommended.

Rosters

1. Minimum age for players is 18.
2. The maximum number of players that may be on the roster is 20.
3. If the team roster is not turned in before the 2nd game, every game without a roster, all players will be considered ineligible and in jeopardy against eligibility protests.
4. No additions will be allowed to the roster after **May 19 (Summer) and August 25 (Fall)**.

5. Players must be listed on the team roster in order to play in league and/or post season games.
6. Using a non-rostered player results in game forfeit. Players must carry and be prepared to immediately produce a photo ID upon request of the Umpire, League Director or Tournament Director.
7. Players are eligible to play for only one team “per league”. A player may play in the CoRec league and the Men’s league, but not on two teams in the same league.

League Information

Rules, procedures, and policies of the United States Slow Pitch Softball Association (USSSA) and the Minnesota Recreation and Park Association (MRPA) will govern all games in Shoreview except for local rule modifications contained within this manual. Consult your USSSA Rule Book for rules and situations not covered in this document.

1. Field Locations:

- a. Shamrock Park (5623 Snelling Avenue North, Shoreview, 55126)
 - b. Commons Park (4600 Victoria Street North, Shoreview, 55126)
 - c. Perry Park (3700 New Brighton Road, Arden Hills, 55112)
 - d. Hazelnut Park (3301 New Brighton Road, Arden Hills, 55112)
2. Summer softball league games are typically scheduled for 6,7,8,9 p.m. in Shoreview/Arden Hills combined leagues and 6:10 p.m. and 7:15 p.m. in Shoreview only leagues. **Fall softball league games begin at 5:50 p.m. (and eventually 5:30 p.m. as we get deeper into fall).**
3. **Extra Innings:** Games can end in a tie. Extra innings will be played only if there is still time left on the clock. This rule is in effect, even if the field is vacant directly after the tied game. For the Championship Playoff Game - If game is tied, extra innings will be played until the game is decided. If the game cannot be finished due to darkness or park closing, the two teams will be considered co-champions and a second award will be ordered.
4. **Game Balls:** For all leagues, the Parks and Recreation Department will supply a new ball for each regular season and playoff game played. Teams must supply (1) ball in good playable condition for each game. Regular season game balls will be given out at the managers meeting. Playoff game balls are given to the umpire assign to your field. **Note: An 11” ball is pitched to women, a 12” to men.**
5. **Questionable Weather:** Call our Program Update Weather Line at 651-490-4765 to hear if a game has been cancelled or not. An email will also be sent out to managers that have email capability. If by 3:30 pm it is determined that the weather will threaten the safety of our participants or employees, Shoreview Parks and Recreation will cancel the games. If the games have not been cancelled by 3:30 pm and if the weather then becomes a factor, the Umpire on site will make the decision to play or cancel the game at the field. **If one field at Shamrock cancels their game due to weather conditions, the other field MUST do likewise.**
6. **Makeup games:** Up to two games will be re-scheduled by Shoreview Parks & Recreation to a date coinciding with your league night after the completion of the schedule. Managers will receive an email notice of the make-up date. There are no refunds for games not made up.
7. **Umpire No-Show:** If an umpire is not present for your game, the team managers should agree upon one person to be the umpire. The game will be official and Shoreview Parks and Recreation will pay the

designated umpire. If this should occur, please report the incident to the Parks and Recreation Department the following day so that we are aware there was a substitute umpire.

8. **Legal Bats:** The performance standard for all bats will be a Bat Performance Factor (BFP) of 1.20 or less. When a bat does not meet the specifications as defined, has flat spots, pronounced dents or if in the umpire's judgment, the bat has been altered, the umpire shall prohibit the use of the doubtful bat. Umpires also have the right to confiscate these bats on sight if they are used in a game. **Use of altered bats will not be tolerated. If a player is found to have used an altered bat, he/she will immediately be suspended for at least one year.** SENIOR BATS are not allowed in Shoreview/Arden Hills Leagues. In USSSA tournaments, effective January 1, 2013 a legal bat **MUST** have the new USSSA mark on its taper or be a wood bat. **In Shoreview/Arden Hills leagues for 2014 ONLY, we will not be following that rule. In order to be legal in our league play, a bat must be/have one of the following:**
 - a. Have the new USSSA mark on its taper
 - b. Have the old USSSA mark
 - c. Be a wood bat
9. For more information on certified bats visit USSSA at www.ussa.com.
10. **League Standings:** Standings, scores and schedules can be viewed on the City's Adult Sports website (<http://sports.shoreviewmn.gov>). Results will typically be updated by 4:30 p.m. the following day.
11. **Awards:**
 - a. Regular season champion gets to choose one award from the following list:
 - Tournament Berth
 - Championship shirts
 - \$100 Refund Check or credit toward Fall Softball League
 - b. Playoff champion gets to choose one award from the following list (Fall does not have playoffs):
 - Tournament Berth
 - \$75.00 Refund Check or credit toward Fall Softball League
12. **Final standings and tie breakers are based on:**
 - a. Points earned. (Win = 2 points, Tie = 1 point, Loss = 0 points)
 - b. If tied, head-to-head record between tied teams.
 - c. If tied, fewest runs allowed in games between tied teams.
 - d. If tied, fewest runs allowed entire season with all teams.
 - e. If still tied for first place, a coin toss will be held.
13. **Insurance** – The City does not carry medical insurance for the ball leagues, so players should have family, company or team insurance (medical) coverage. The USSSA offers a team accident insurance program. For more details visit USSSA at www.ussa.com.
14. **Shoreview Park Ordinances:** The Ramsey County Sheriff will be stopping occasionally to enforce park rules. Any violation to the City Ordinance below is punishable by a misdemeanor.
 - (a) Alcoholic beverages are prohibited
 - (b) Smoking is banned in Shoreview City Parks
 - (c) Littering of any kind is a violation
 - (d) Parks are closed from 11:00 p.m. to 7:00 a.m.

General Rules

1. **Time Limit:** Games are seven innings in length. No new inning may begin after 55-minutes of play. In the case of rain or darkness, umpire decision of “calling off” the game holds. An official game is after 4 innings are completed or 3½ if the home team is in the lead. If the game is not official when it is stopped due to weather or darkness, the game will be replayed in its entirety at a later date. If one field at Shamrock cancels their game due to weather conditions, the other field **MUST** do likewise.
2. **Players and Substitutions:** A legal game may start and finish with 8 players (**CoRec is 4 women and 4 men**). The 9th and 10th players may be added to the end of the line up at ANY TIME. If an ejection occurs, teams must have a legal substitute or that spot becomes an out in the batting order. **THE OPPOSING MANAGER CAN WAIVE THIS RULE (unless it is due to an ejection). In addition, THE OPPOSING MANAGER CAN WAIVE THE REQUIREMENT THAT MORE MEN CANNOT PLAY IN THE FIELD.** A team that falls below 8 players will forfeit the game. Any player that leaves the game for ejection, injury or other circumstances may not re-enter the game. A team must have ten players for the entire game during the post-season.
3. **Barrowing Players:** If a team is unable to field a full lineup the team may borrow players from the opposing team. However, it should be discuss before the game starts with both managers and the umpire to agree if the game should be counted as an official game or a forfeit. If the conversation does not take place the game will be counted as a forfeit in the standings.
4. **Grace Period and Forfeits:** A team unable to field the minimal number of players will receive a 5 minute grace period from the original game time. After the 5 minutes is exhausted the game will be considered a 7-0 forfeit. Any grace time used will be counted towards the original game time.
5. **Fielding:** Unlimited defensive substitution for anyone in the batting order. Teams can choose their own configuration of players on the field. Infielders must play behind the baselines prior to a batter making contact with the ball; the area they must position themselves between is the baselines and the outfield grass. In CoRec leagues, the number of eligible male players may not exceed 5 men in the field; the number of women may exceed 5 (if there are less than 5 men playing defense).
6. **Batting:** Batting line-up length may be 8, 9, 10, 11, 12 or continuous open-ended order. Managers must declare to the umpire prior to the start of the game which option they will be using. The batting order must remain constant throughout the game. If not, an out will be recorded each time a vacated spot is supposed to bat unless a **legal substitute** is available.

A. Injuries, Emergency, Ejections:

There will be no penalty for a player removed from the lineup due to injury or emergency. Shrink the batting order without conceding the spot as an out. For CoRec leagues, in the event that a female player is removed from the game, and a sub is not available, the team must either remove a male from the game or count the voided batting spot as an out every time the missing player would have come up to bat.

NOTE: If a player is ejected from the game that spot in the batting order will be treated as an out unless the team has a "legal substitute".

7. **CoRec Batting Order:** Men and women players must alternate in the batting order at all times regardless of male to female ratio. Female players are allowed to bat consecutively without penalty. Males may never bat back to back without penalty. Male players may bat consecutively, but the middle female player missing will count as an out every time the position comes up to bat.

NOTE: A team can use a "**floating batting order**" when they have an odd number of players. In essence, the team using the floating batting order will have two separate batting orders (one for men and female). The men must stay in order following the same male player and the females must stay in order following the same female player.

8. **Pitch Count:** A 3-balls, 2-strikes, 1-courtesy foul will be played for the summer league. **Fall leagues use 3-balls, 2-strikes, NO courtesy foul.** An 11" ball is pitched to women, a 12" to men.
9. **Home Run Rule:** A ball is considered a home run if it is hit on a fly over the outfield fence, untouched by a defensive player. There is a **three** home run limit on all fields except when playing at Hazelnut field; **there will be NO home run limit at Hazelnut.** After three home runs have been hit by one team, any additional home runs hit by that team will be considered an out. To save game time players are not required to round the bases. The team that hit the home run must retrieve the ball and return it to play as quickly as possible.

10. Perry Park Berm Rule (Perry #3 is getting fencing and therefore this rule will not longer be valid):

- Any fair, untouched ball hit on the fly over an outfield berm will be ruled an **automatic home run.**
- A fair ball that hits the ground before or on top of any berm and proceeds to bounce over the berm will be ruled an **automatic ground rule double.**
- Any fair touched/untouched ball that rolls in any outfield and does not go over any berm on the fly or on the bounce will be considered "**in play.**"

11. Hazelnut Park Rule:

- If ball hits the ground and bounces over an outfield fence, it will be considered an automatic ground rule double.
- If a ball flies over the fence, it will be a homerun. **There will be no homerun limit at Hazelnut.**
- Home team of the last game of the evening at Hazelnut Park is responsible to pull the bases, and put the bases into the base box (behind the backstop).**

12. **Bench Rule:** Only players and coaches are allowed on the bench.

13. **Field of Play Rule:** During the game only base coaches, batter, on-deck batter, base runner, or one of the ten players on defense are only allowed to be on the field. Base coaches must remain inside the coach boxes.

14. **Courtesy Runner:** A courtesy runner may be used at anytime. The courtesy runner is the player who made the last recorded out. Man for a man, woman for a woman.

15. **CoRec Walk Rule:** If a male batter walks, he will be awarded first and second base. The female batter has the option to hit or be awarded first base. She must report her intentions to the umpire.

16. **Pitching:** All pitching regulations will follow the USSSA rulebook unless noted in league rules. The pitched ball must arch at least three (3) feet from the point of release and shall not rise higher than ten (10) feet above the ground to be considered a fairly delivered ball.

17. **Ten Run Rule:** After 5 innings or if the home team is winning by more than 10 runs after 4 1/2 innings.
18. **Flip Flop Rule:** After the 4th inning when the 10 run rule is exceeded and the home team is losing, the home team will remain at bat for 3 more outs and become the visiting team. If that team (new visiting team) does not score enough runs to reduce the run difference below the 10 run rule the game is over. If the team reduces the run difference to below the 10 run rule then the new home team will bat. If they subsequently score enough runs to exceed the 10 run rule the game will be over, if they do not the game will continue under the new “visitor/home team” format.
19. **Sliding:** For the safety of all players, a runner must slide or avoid contact on all close plays at any base except for first. Defensive player cannot block the base/plate without having the ball. If this happens obstruction can be called defensive player. If a runner does not slide or make a deliberate attempt to get out of the way, it will be an automatic out and/or called for interference. It will be the umpire’s judgment to decide whether the outcome of the play resulted in interference.
20. **Double First Base:** The Double First Base shall consist of a base in fair territory that is white in color and a base in foul territory that is colored. Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion. **Exception:** The defense and batter runner can use either portion when an errant or missed throw pulls the defensive player into foul ground.
1. **Unsportsmanlike Behavior:** Unsportsmanlike behavior will not be tolerated. Players are responsible for their conduct along with their families, friends and other fans. The umpire has the authority to remove a player or spectator from the game for abusive behavior. To help ensure a high quality softball league that provides a desirable playing experience, Shoreview umpires will handle any unsportsmanlike acts (i.e. swearing, arguing calls, threats, cutting remarks, intentional contact) using the steps below.

- a) **First Offense** – Warning (unless the behavior is deemed too severe for the player to continue)
- b) **Second Offense** – Ejection from current game and suspended for the next scheduled game

Any player or spectator removed from the game for unsportsmanlike behavior must leave the field immediately. The game will not resume play until the player has left. If a player is uncooperative in leaving, the remainder of the game will be forfeited to the opposing team. The player ejected from the game can face additional punishment ranging from multiple games suspended to league expulsion. The severity of the incident or any previous altercations will factor into deciding what punishment will be assessed.

2. **Protest:** A protested game can result when there is a difference of opinion on the field between the protesting team and the umpire regarding the application or interpretation of Official Printed Playing Rules. Umpire’s judgment decisions may not be appealed or protested on grounds that he/she was not correct regarding: balls and strikes, that a batted ball was fair or foul, that a base runner was safe or out or when a game is called for darkness, rain and/or time.

Rule Protest Procedure

A) A team may protest a rule infraction, but not a judgment call.

- 1. Teams wishing to protest a rule infraction must notify the umpire before the next pitch.
- 2. The umpire will then notify the other manager of the protest and write down on the scorecard the circumstances of the protest and the current status of the game (score, inning, outs, base runners, etc).
- 3. **The protest must be received in writing at the Parks and Recreation office within 24-hours after the game, accompanied by a \$25 cash deposit.** The protest must include:

- a. Date, time and place of the game
 - b. Name of umpire
 - c. Rule and section of the official rule or local league rules which protest is being filed.
 - d. The decision and/or conditions surrounding the cause for protest.
 - e. All essential facts involved in the matter of the protest.
4. The League Director will then rule on the protest and consult with the Head Umpire. If the protest is upheld, the protested game will be replayed from the point of infraction and the \$25 cash deposit will be returned. If the protest is denied, the game will stand as played and the protesting team will forfeit their \$25 cash deposit.

Eligibility Protest Procedure

- A) A team may protest the eligibility of another team's player(s).
 1. Notify the umpire before the end of the game.
 2. The umpire will then notify the other manager of the protest.
 3. The team protesting MUST FIRST prove their team's eligibility. The umpire will write down the name and birth date of all players in the game for their team. The player in question from the other team will print their name clearly on the back of the umpire's scorecard, write their signature and print their birth date. The umpire will drop off the scorecard and list of names from the protesting team in the mailbox at Shoreview City Hall for the League Director.
 4. Protests filed after the completion of the game or after the player has left the softball complex will not be allowed.
 5. The protest must be received in writing of the Parks and Recreation office within twenty-four hours after the game accompanied by a \$25 cash deposit. The written protest must include:
 - a. Date, time and place of game
 - b. Name of umpire
 - c. All essential facts involved in the matter of the protest.
 6. The League Director will then rule on the protest and may consult with the Head Umpire. If the protest is upheld, the protested game will be a forfeit for the team with the violation and the \$25 cash deposit will be returned to the protesting team. If the protest is denied, the game will stand as played and the protesting team will forfeit their \$25 cash deposit.

Regional & State Tournaments

1. Any team interested in playing in their region/state tournament must contact the league director and pay the \$160 entry fee by 4:30 p.m. on the deadline date indicated below. If you finish first place in your league during the regular season, the tournament fee will be refunded.
2. A team that purchases a berth to a region/state tournament and forfeits will be banned from post-season play the following season.

<u>Tournament Date</u>	<u>Deadline</u>	<u>Tournaments</u>	<u>Location</u>
August 1-3	July 16	Men's Class "E" State	Blaine
August 8-10	July 23	Men's "D" Recreational State	Brooklyn Park
August 8-10	July 23	Men's "D" Competitive State	Blaine
August 15- 17	July 23	CoRec "D" State	Edina